

EURO '96 TOURNAMENT • VIRTUAL OPEN TENNIS

100% Sega Gaming!

£3.95

Sega Pro

● Issue 61 ● Sept '96

● Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Arcade

Guardian Heroes

Fatal Fury reaches the Nineties with this combination of beat-'em-up and RPG gameplay. Stunning four-page review inside!

Sea Bass Fishing

Pack up your rods and lures for this amazing new game. Fishing comes to the Saturn!

Also Inside!

Saturn

Virtual Open Tennis
Guardian Heroes

Sea Bass Fishing
Street Fighter Alpha

MANGA MANIA!

Win copies of the latest Manga UK video inside!



COM

Reviews

Guardian Heroes

18

It may look like an updated version of Fatal Fury, but this new Saturn game is going to take the entire console world by storm. Take a great sideways-scrolling beat-'em-up, add an RPG and a multi-player beat-'em-up into the bargain and you have one of the most enjoyable and playable games on the Saturn to date. Turn to page 18 to find out more!

22

Virtual Open Tennis

Wimbledon should be in full swing by the time you read this, so it only seems fair that the Saturn should have another tennis game to go with it. Virtual Open Tennis is just such a game, and we take it through three sets and a tie-breaker to see if it can live up to some of the promises that we've heard about this new game.

Euro '96

Actua Soccer is one of the more enjoyable football games, and this special endorsed Euro '96 version is just the thing for football lovers everywhere. We take a look at it on page 24 and give you our professional opinion.

24

Street Fighter Alpha

How many of these games are they going to release! There must be at least nine or ten different versions of Street Fighter out on various formats by now, but thankfully, they just seem to get better and better.

26

September

1996

Pro

Feature

'ERE WE GO, 'ERE WE GO, 'ERE WE GO!

The Euro '96 tourney has finished by the time you read this, but we decided to conduct our own little office Euro '96 using the game of the same name. Four of the office boys line up to take home the European Championships cup, but can they outclass and out-play some of the world's best footballers? Turn to page 12 to read the saga of an afternoon of computerised football.

12

Preview

Sea Bass Tournament

Instead of getting up at 5am on a damp, cold and cloudy Sunday morning, why not take a look at the Saturn's first (and probably last!) fishing game. Get your nets, rods and lures ready and jump aboard.

10

Competition Time

Manga Time!

Yep, those nice guys at Manga UK have once again coughed up some goodies for us to give away, and this time it's five copies of their new video, The castle of Cagliostro. Turn to page 34 and enter now!

34

Regulars

News/
Frontline 5

Charts 9

Protest 28

Protips 30

Prohelp 32

Next Month . 35



● *SF Alpha*, anyone? Turn to ProHelp for some nifty cheats on this Saturn stunner that is just soooo difficult!

F10

WELL GUYS - COME ON OUT AND TAKE A BOW. YOU'VE WORKED ALL THE HOURS GOD SENDS AND YOU'RE STILL AROUND TO TELL THE TALE. STAND UP AND BE APPLAUDED...

THE PRO-TEAM

Dino Boni - Ed.

Our Italian head-honcho is feeling the effects of summer and we're not talking about heat-stroke and sunburn! He's been seen talking to more or less every member of the opposite sex that he can find but reports are sketchy about the outcome of these 'conversations'. All we know is that he's walking around with a big grin on his face most of the time and saying things like "God! I love summer!". Very strange.

Fave Album for the Summer - These Days (Bon Jovi)

**Miles Guttery
Dep Ed/Slave**

Miles is back to his normal self at the moment. More or less every weekend sees him fleeing back to Bridge North to see his beloved (or so he claims - we think he's constantly down the pub) while the weekdays are spent playing Sensi Soccer and not doing any work. He's also been seen in the company of our Ed while on one of his numerous drinking binges and likes walking home via dark woodlands and promptly falling over into every single rabbit hole his feet can find. One day he may be able to explain to us why this is so amusing...

Fave Album for the summer - I Feel Alright (Steve Earl)

**Andrew Collins
Designer**

Now that Brad has left us for sunnier (or more enjoyable) pastures, we've got the pleasure of 'breaking in' a new designer. Details about him are a bit sketchy at the moment, but he's slowly waking up to the reality of magazine publishing.

His free time is being slowly eaten away by tighter and tighter deadlines and he's starting to wonder what the outside world looks like. No doubt he'll be like the rest of us in a few months, but until then he's got the dubious honour of designing this magazine.

Fave album for the summer - Anything that Ian's listening to.

Quote of the Month: "I'm fed up of kicking around the house - why don't we go and take in a show" - A. Lincon

Summer's here and so the console world slows down for its mid-year siesta. All eyes turn towards the end of the year and the masses of goodies that it's sure to bring.

Of course, there's better things about summer. Skirts get shorter, legs get longer and tight tops get even tighter - hang on, I think I need a brisk jog around the playing fields! The summer is a lovely couple of months where all you seem to do is spend your time chasing the opposite sex, drinking plenty of beer and spending weekends down the beach.

That rather naff opening paragraph actually does have a use other than venting my frustrations (I got stood up last night, so I have the perfect right to be a little bitter today!). The console world knows that the summer is its slowest time. Sales of systems and games slow down to an absolute minimum and publishers put all their efforts into their Winter/Christmas releases. Now that Sega have ditched their lower systems, we should be able to look forward to a mass of software, but seeing the release schedules of many of the main Saturn publishers, we're looking a little bit thin at the moment.

Maybe the people involved with writing and producing these games should give a little more thought to the users who play the games. We don't want a hashed version of their last naff platform game as the year's biggest release, nor do we want another beat-'em-up to add to our ever increasing collection - we want good, solid games to play when the weather gets colder.

In other words, this is a message to all your writers, producers, game designers, artists, musicians and publisher in general - use the summer as a source of inspiration and give us what we want.

Until next time,

Dino Boni - Editor (sic)

r. Sulu..

ntline

Ultimate Delay

Ultimate Mortal Kombat 3 has been delayed yet again. It was intended to be included in this issue, but we've had no luck in getting hold of a copy. This game is supposedly a mixture of *Mortal Kombat 1*, *2* and *3* and features some new moves and options as well as the usual run of extra characters. As soon as we get hold of a copy, we'll review it - until then, we're afraid you'll just have to be patient like the rest of us.



Sony and Sega Still Battling

After only one week at the new price of £199, official figures from both Sony and independent observers declared 7000 thousand sales whilst Sega's price drop, also at £199, only gave them 850 sales. This compares extremely poor with Sony's figures which represent a 577 percent increase in sales whilst only

an 82 percent increase for Sega. This works out as a ratio of 8:1 which means Sony is now leading the console wars officially for the first time. What Sega will now do now to try and catch Sony's increasing lead has yet to be seen but whatever it is it will have to happen soon with Nintendo just around the corner.



E3 To Move On...

After the booming success of E3 this year there are now fears that the show may lose its popularity because of the move to Atlanta. The fear is that the show won't draw as many visitors and exhibitors won't be as keen to invest in their displays. But the new show in Atlanta should provide more space for the ever increasing number of exhibitors. Alas there are still no plans to have an E3 in Europe or Japan but you never know.

Going, Going, Gone...

After Sony's substantial investment in the Liverpool based company they are soon to be taking their separate paths after a prosperous relationship. Psygnosis' support of the Saturn was one of the major contributing factors to its success but now, with Psygnosis wanting to expand its software range to other formats Sony has decided to let it go. Psygnosis will remain firmly committed to the Saturn which is not surprising considering the success its games have had. Who will buy Psygnosis has yet to be announced but with new software titles such as *Destruction Derby 2*, *Discworld 2* and *Wipeout 2097* attracting so much attention, there is no doubt that a lot of companies will be wanting a share. Psygnosis is claiming sales of a 150,000 copies of *Adidas Power Soccer* which would be the highest software sales of any PlayStation game in Europe.



The Worms Rise Again



Even though *Worms* is a great Saturn game, the jaguar had the first glimpse of it years ago. The Worms are finally making their way to the Jaguar meaning that they have more or less conquered every machine under the sun. Worms apparently was ready for the Jaguar several months ago but the parent company wasn't too sure whether such a great and playable game was necessary for the Jaguar. Still, at least now it is going to come out to bring some relief to the frustrated Jaguar owners.





Major Delays Captain!



So many games for the Saturn have been delayed recently that many Sega owners are starting to buy old titles again. In a recent survey,

one shop owner found that he had sold five times as many copies of *Virtua Fighter* than anything else! What is the world coming to, we wonder?



Raunchy Rumours

Well, what with summer now more or less in full swing, we're seeing the expected drop in software releases. Every publisher in the world is concentrating on their autumn/winter releases at the moment, knowing full well that people are not going to buy masses of software when the sun's out and everyone can go down the beach. Maybe publishers think that we don't enjoy playing games during the summer and that our minds have a little time switch that shuts off when the temperature reaches more than 80C. Who knows?

Japan continues to be the mainstay of the Sega market, but the recent unveiling of the Trocadero SegaWorld should place England on the map once and for all as far as theme parks go. If you read last month's guided tour then you're probably waiting with baited breath to get in there, but as yet we still haven't received an official opening date but we'll let you know as soon as possible.

The summer months also produce something akin to a frenzy in the office and no female is safe from our prying eyes. Top of the list this month is the new girl who works for the insurance agents opposite the office - one day we'll have enough balls to go up to her and ask her out!

Speaking of which, Dino is currently nuts about Anna from Disney Interactive (By the way, he doesn't know I've written this bit - Miles!). Whenever she phones, they end up speaking to each other for hours at a time about complete rubbish before reluctantly getting on with some work. Now all that Dino wants is for a little invitation to the office to plonk on his desk and he'll be a happy man! Go on Anna, Dino's a great bloke and has been having a bit of a rough time of late - cheer him up for us!

JVC Go Platforming

It arrived a little too late to get into the issue, but JVC's newest Japanese platformer and shoot-'em-up *Keio Flying Squadron 2* is so good that it deserves a little mention in this issue. Using the same cutesie graphics that adorn most Japanese titles, this little beauty will be reviewed in full next month. Oh, by the way, we'll also be featuring a great competition with JVC soon, so watch out for that.

Sega Channel Goes On-Line In Europe

The Sega Channel, formerly only available in the USA, has now been announced in Europe. The cable channel, which gives access to hundreds of games via a special adaptor that fits into the top of a standard Megadrive, is now being set up in the UK and is expected to go on-line soon. The range of games will be updated every month, and there will also be a section of special previews that can be downloaded so users can play special demo and beta versions of new games before they come out. Subscription costs haven't been finalised yet, but it is expected to be around £10 per month.

Rapide clean up

Well, that's not exactly true, but we do publish quite a few magazines apart from *Sega Pro*. Look out for *X-Gen* and *CD-ROM User* at your local newsagents as well.

CHARTS

SATURN

1. *Sega Rally* Sega
2. *Fifa '96* Sega
3. *Virtua Cop* Sega
4. *VF2* Sega
5. *D* Sega
6. *F1 Challenge* Sega
7. *Worms* Sega
8. *Thunderhawk 2* Sega
9. *Sim City 2000* Sega
10. *Wing Arms* Sega

MEGA DRIVE

1. *Toy Story* Sega
2. *FIFA '96* EA
3. *Sonic 2* Sega
4. *Sonic & Knuckles* Sega
5. *PGA Tour '96* EA
6. *Micro Machines 2* Codemasters
7. *Mickey Mania* Sega
8. *Mortal Kombat 3* Acclaim
9. *Street Racer* Ubi Soft
10. *Ecco 2* Sega

MEGA-CD

1. *Soulstar* Core Design
2. *Eternal Champions* Sega
3. *Mickey Mania* Sony
4. *Brutal: Paws of Fury* Gametek
5. *Ground Zero Texas* Sony
6. *NBA Jam* Acclaim
7. *Sega Classics* Sega
8. *World Cup USA '94* US Gold
9. *FIFA Int. Soccer* EA
10. *Road Avenger* Sega

GAME GEAR

1. *Star Trek Generations* Gametek
2. *The Lion King* Virgin
3. *Sonic Chaos* Sega
4. *Dragon* Virgin
5. *Dropzone* Codemasters
6. *Strider 2* US Gold
7. *Sonic 2* Sega
8. *Ren & Stimpy* Sega
9. *Cosmic Spacehead* ... Codemasters
10. *Fantastic Adventures Of Dizzy* Codemasters

Saturn

Preview



Sea Bass Tournament

The last fishing game we saw here at Sega Pro was *King Salmon* on the Megadrive. Things have moved on a bit now for this definite niche genre, but it's still looking rosy - except for the fish.

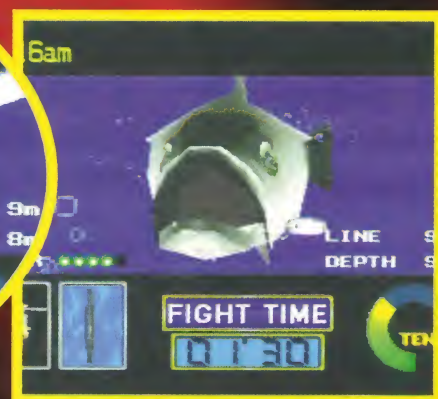
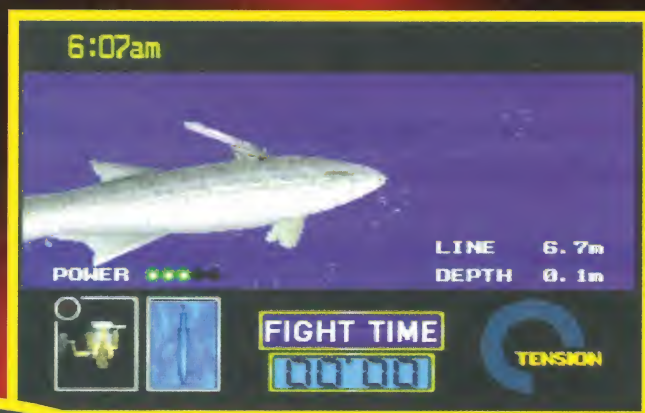
King Salmon on the Megadrive was a brave attempt at converting what is, in essence, a very dull sport and turn it into a computer game. You and your trusty rod (ooooeerrrr!) were thrown into a boat with only a bucket of worms for company and expected to catch fish. Fine. Great. I like the idea, but seeing as I can't stand the stuff and that it's all on a computer screen rather than in real life made it a little bit on the boring side. The graphics were verging on poor and the entire game was in Japanese which didn't make life any easier. In fact, I can remember an old rival Sega magazine giving it a stonking 0%!

Sea Bass Tournament from JVC is a different kettle of fish (ho ho!) altogether. Electronic fishing has moved into the nineties, and when Nick Grange, all-round top geezer from JVC came down to show it to us, we were hooked (I promise that's the last one!). The game takes on a number of forms - Free Fishing is a kind of practice mode where you can pick a certain type of fish to catch, find a boat and a captain (Dino

continually went for the young blonde girly - surprise, surprise!) and then pick a spot. The game doesn't use bait as such but a collection of spinning, floating and sinking lures. It's up to you to look, listen and learn so you can find out which one you're going to need to catch the right type of fish.

Actually, while we're on the subject, there's a staggering array of fish to be caught. The developers have included more or less every salt water fish

Dino continually went for the young blonde girly



● What a big fish! Coor!
Look at the time! I'm still in
bed at this time of the
morning usually!

SS



they could think of, and then threw in some more. We were a bit distressed about the inclusion of Dolphins (the Japanese love Dolphin meat) and slightly miffed that you couldn't arm yourself with some steel cable and go trawling for sharks, but you have to make the most of what you've got!

Once you're in the water and have chosen a place to start fishing, you can cast away. The joypad controls the length of the cast, how fast you reel it in and various other fishy-type controls. Up to now, the game looks good, but doesn't really stand out that much - that is until you catch

something. The screen changes to an underwater view of the fish you've caught, all in glorious 3D polygon-vision. The other parts of the screen show you the status of the lure, how much tension the line is under and how far you have to go to reel the little blighter in.

Once you've become proficient with the basics, it's time to move onto the tourney part of the game. Here you're up against other fishermen (fisherpeople for the politically correct) as well as the mighty sea bass, the granddaddy of them all. Here you have to catch the biggest fish you can in a limited amount of time and the farther you get into the

game, the bigger they have to be!

Fishing must be one of the most difficult sports to convert into a computer game (with the possible exception of topless wrestling and synchronised swimming) but JVC have done a fine job. The game is nearing completion at the moment and is having the rough edges removed as you read this. We'll have a full review as soon as we get the final version, but until then, I'd like to finish off with a little quote from Kryten out of *Red Dwarf*:

"I've no fish to embarrass you further - I'll let myself trout!"

● JVC
● £TBA ● TBA

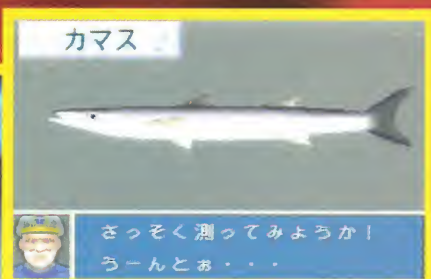
Completion

1st Impressions

Sea Bass Fishing is shaping up nicely. Funnily enough, it's great fun and will do very well once it's released, but I'm sure a lot of people will agree with me when I say that I would like to see the Dolphin removed from this list of fish that you can catch. It may only be a computer game, but we've still got to be responsible, right guys?

Anyway, it's going to be a stonker and we can't wait to see the finished version.

● You have to reel these guys in real (no pun intended!) slow otherwise the line will break and you'll have to start all over again.



● Yes, we know that the screenshot is in Japanese, but the game we saw was in English. The captain is saying that he'll measure the fish to see how big it is.



● The UK boys are on the move! 'Ere we go, 'ere we go, 'ere we go, 'ere we go, 'ere we go, 'ere we gooooo. 'Ere we go, 'ere we go, 'ere we goooooooo.

TEAM SELECT



GAME DRAW

London
Birmingham
ENGLAND
SWITZERLAND
HOLLAND
SCOTLAND

Leeds
Newcastle
SPAIN
BULGARIA
ROMANIA
FRANCE

Manchester
Liverpool
GERMANY
CZECH REPUBLIC
ITALY
RUSSIA

Sheffield
Nottingham
DENMARK
PORTUGAL
TURKEY
CROATIA

☐ Default Draw
☐ Redraw
☐ Done

Euro '96 Tournament

Euro '96 is full swing, so we thought that it would be only fair if we got everyone in the office and made them play a complete Euro '96 tournament on, errm, *Euro '96*.

"I want to be Germany!"

"No! I was here first!"
"Well, it's MY joypad, and I want to use it!"

These comments, among many others were made at the start of our office Euro '96 tournament. Our first mistake was letting the respective players

choose their own teams - our second mistake was holding the damn thing in the first place! Once we'd all argued for a while, the teams came out something like this:

Dino Italy (Of course!)
Miles France
Jon England
Mark Scotland

THE FIRST GROUP GAMES

After the following arguments on how long the games should be, whether we were allowed to fiddle with the default line-ups and team formations ect, we got on with it. Because the default Euro '96 option in the game follows the exact groupings and fixtures of the real tourney, this meant that Jon was up against Switzerland. - hopefully he could do better than our boys on his first outing.

The first half was pretty uneventful, considering that Jon is the office's self-confessed Sensi God, but he put this all down to a "warming up" period. The second half was a blinder, with the first goal going to England only 20 seconds into the match. Jon passed the ball straight to Shearer who smashed it past the goalie from 30 yards - not a bad start, but would he give a penalty away?

The second half trundled on, but the

FIXTURES/GROUPS

GROUP A	W	D	L	PTS
ENGLAND	0	0	0	0
SWITZERLAND	0	0	0	0
HOLLAND	0	0	0	0
SCOTLAND	0	0	0	0
ENGLAND	V	SWITZERLAND		
HOLLAND	V	SCOTLAND		

GROUP B	W	D	L	PTS
SPAIN	0	0	0	0
BULGARIA	0	0	0	0
ROMANIA	0	0	0	0
FRANCE	0	0	0	0
SPAIN	V	BULGARIA		
ROMANIA	V	FRANCE		

GROUP C	W	D	L	PTS
GERMANY	0	0	0	0
CZECH REP.	0	0	0	0
ITALY	0	0	0	0
RUSSIA	0	0	0	0
GERMANY	V	CZECH REP.		
ITALY	V	RUSSIA		

GROUP D	W	D	L	PTS
DENMARK	0	0	0	0
PORTUGAL	0	0	0	0
TURKEY	0	0	0	0
CROATIA	0	0	0	0
DENMARK	V	PORTUGAL		
TURKEY	V	CROATIA		

Done

PLAYER STATS

1 David SEAMAN

AGE: 31

CLUB: Arsenal

INTERNATIONAL CAPS: 21

INTERNATIONAL GOALS: 0

POSITION: Goalkeeper

SPEED

TACKLING

PASSING

SHOOTING

SKILL

FITNESS

- 22 1 D. Seaman
- 23 2 G. Neville
- 24 3 S. Pearce
- 25 4 J. Burtch
- 26 5 T. Adams
- 27 6 G. Pallister
- 28 7 S. Lee
- 29 8 P. Goscalne
- 30 9 A. Shearer
- 31 10 T. Sheringham
- 32 11 S. McManis
- 33 12 T. Flowers
- 34 13 S. Stone
- 35 14 P. Beardsley
- 36 15 L. Ferdinand
- 37 16 S. Hwey
- 38 17 D. Anderson
- 39 18 M. Darnley
- 40 19 P. Ince
- 41 20 D. Platt

NEXT MATCH

PLAYER 1

London, Saturday, June 10



ENGLAND

V SWITZERLAND

- Controls
- Load/Save
- Match Setup
- Team Setup
- Done

swiss never looked like scoring and indeed, that was the final score; England 1 Switzerland 0.

Next up was the big cheese of Rapide Publishing, Mark Smith. Because he's such a good football game player, we made him have Scotland (actually, this is a big fat lie, but we like the sound of it!). Facing the Dutch giants, Mark was confident that his boys would give the Dutch a good thrashing, but wasn't taking into account that he's only ever played Euro '96 once before, and that was for three minutes the other day! A stream of passes from the Dutch forwards put them one-nil up after 24 minutes, and then the Dutch seemed content to just lie back and sit on their lead. Mark tried every trick he knows, including shouting at the screen and blaming the joypad, but to no avail. The second half passed quickly with neither side showing any real danger of scoring, and the game ended with a very boring 1-0 scoreline - again!

Now it was time for the long-haired one to take his seat. France made a few changes to their starting eleven and then they took to the field with shouts of "Goin' Daaan! Goin' Daaaaaannnn!" (Translation: Going Down, Going Down!) from the rest of the challengers. The whistle brought the first kick of the game and Miles, thinking that he's suddenly turned into an Italian, brought the passing player down with a scything tackle that seemed to remove the luckless

Romainian's legs from his body. Only 6 seconds gone and Miles racks up the first of many yellow cards in his Euro '96 challenge. The game was one of the best so far, with France scoring the opening goal a few minutes later with a first-time shot from a blistering cross. A second goal for the French followed 2 minutes later, bringing the half-time score to 2-0.

The second half was equally good, and saw the Romainians pull one back before one of their forwards was put on his back in the penalty box by a clumsy challenge. Thankfully for Miles, his goalie went the right way and managed to tip it around the post for a corner. Before we knew it, the final whistle was blown and Miles stood up with a big grin on his face, but then again, that's pretty normal for him!

It was now time for our esteemed Ed to take it home country onto the field and in true Italian style, Zola banged one into the net half-way through the first half. He then went on the defensive, trying to keep the Russians at bay but missed a crucial tackle that allowed Kanchelskis through on the right wing and crossed it to Kostadinov who slipped it past the keeper. Dino fought valiantly during the second half and scored again with possibly the worst shot in footballing history when his shot from Ravanelli dribble past the keeper with shouts of "Fluke!" and "Bug!" reverberating around the office. Final Score - Italy 2 Russia 1.

● England get ready for their first game of the tournament, and Jon is already predicting that he's going to win the cup. Err, yeah right Jon. In you dreams maybe mate.



● A terrible tackle from a Swiss player leaves Teddy sprawling in the mud. The ref's not two feet away and he keeps his hand out of his pocket and his whistle silent. Sometimes you have to wonder where they find these referees, don't you?





THE REST OF THEM!

After all of the players in our Euro '96 tourney came home with a win (except for Mark), it seemed like the rest of the group matches would be plain sailing for our crew. Of course, nothing is certain in this world, and football can be one of the great levelers. England and Jon scored a convincing win over Mark and Scotland with a blistering 3-0 win. The game oozed rivalry as Jon ran rings around Scotland with his pinpoint passing and blistering shots from long range. France managed to hold onto a 0-0 draw with Spain after Miles missed a penalty which we thought was dubious right from the start and Dino was disappointed to repeat history when Italy lost 2-1 to the Czech Republic in a tense game which saw the Czechs getting the winning goal only seconds away from extra time.

With two of the group games gone, the tables looked like this

GROUP A	P	W	D	L	Points
England	2	2	0	0	6
Holland	2	1	1	0	4
Switzerland	2	1	0	1	3
Scotland	2	0	0	2	0

GROUP B	P	W	D	L	P
France	2	1	1	0	4
Spain	2	1	1	0	4
Romania	2	1	0	1	3
Bulgaria	2	0	0	2	0

GROUP C	P	W	D	L	P
Germany	2	2	0	0	6
Italy	2	1	0	1	3
Czech Rep	2	1	0	1	3
Russia	2	0	0	2	0



So, with the final group games just around the corner, they boys decided to wander off down the pub and contemplate their strategies for the final game. It basically boiled down to this - every member (except for Mark who could win at all) of the challenge needed a win to guarantee going through to the next round - a draw would put their fate into the hands of the other teams, leaving their scores to decide who went through to the quarter finals.

Miles was first up against Bulgaria and instantly went on overdrive, scoring twice in the first few minutes. Two superb shots thundered past the keeper without him even making a move, but it was also the first game that saw an own-goal. Miles passed the ball back to his keeper, hoping that he would boot it up-field. Instead, the pass was a little bit harder than intended





and it slipped past the keeper to bring the score to 2-1.

The second half got off to an eventful start with Miles getting another one of his players booked by a rather dodgy challenge. The second half drew to a close but with only a minute to go, Bulgaria took the ball up-field on a break and let fly a shot which rebounded off the keeper and straight into the path of another Bulgarian player! The forward kicked the ball from the edge of the penalty area, it sailed towards the open net just as time ran out! Miles couldn't believe it, and neither could we! Miles was through!

The rest of the games were shamelessly boring by comparison. Jon and England hammered the dutch 2-0 in a twisting game that saw both goals coming in the last 10 minutes of the game. Dino took up the joypad in the legendary Italian/German grudge match and failed to look dangerous at any time, and managed to hold onto a 0-0 draw which saw them go out to the Czech Republic. Needless to say, our Editor was not amused to go out the same was as the real team, and so went off to sulk in the corner for a while before coming back to take notes on the rest of the games for this feature! Scotland put up a brave fight against the Swiss and managed to get a comfortable 2-0 win, but it wasn't enough - they were out before they had even taken the field.



● Italy isn't exactly noted for it's fair play, but even Dino excelled himself with his matches! We've never seen so many yellow cards in one game without someone being sent off! He was lucky that he finished the tourney with all of his team intact.





THE QUARTER FINALS

So, the only two remaining players are Miles and Jon. England were up first against Spain who had qualified after a pretty bad start, but looked like making a late spurt for the finish.

The whistle went for the kick off and both teams started fighting over the ball

like it was the difference between life and death. Tackles flew left, right and centre as all the players seemed hell-bent on taking the other team apart, but while this was going on, they seemed to forget that the idea of the game was to put the ball into the net! The first half passed without incident, and Jon decided to sub two of his players, thinking that some fresh blood might inject a little spirit into his team.

The second half of the game was the



● Six minutes in and it's still 0-0. Dino never was a good computer football player anyway and he'd be the first to admit it. Still, he gave it a good go and is proud to do as well as he did, considering the real team didn't even qualify for the quarter finals!





● Miles desperately tries to get the ball to his players for a much-needed goal.



complete opposite to the first. All the players seemed to be subdued and there was very little in the way of passing plays. England got on a good run a few times, but the finishing touch seemed to be lacking, and so at the end of normal time, the score remained 0-0. Extra time was next, but of the sudden-death variety. Spain kicked off and immediately tried a long-range shot that just missed the cross bar, making Jon have to retreat to the bathroom for a new pair of pants! A few minutes later saw Gazza take a long ball on the chest, swivel round and plant it in the back of the net to take them through to the semi-finals.

Miles had a tough game ahead of him with the Dutch, but this classic line-up didn't provide the balanced game that we thought it would. Miles rang rings around the Dutch who seemed to be on a different planet to the rest of the world. The goals came thick and fast

and the final score was a comfortable 3-1 to France.

THE SEMIS

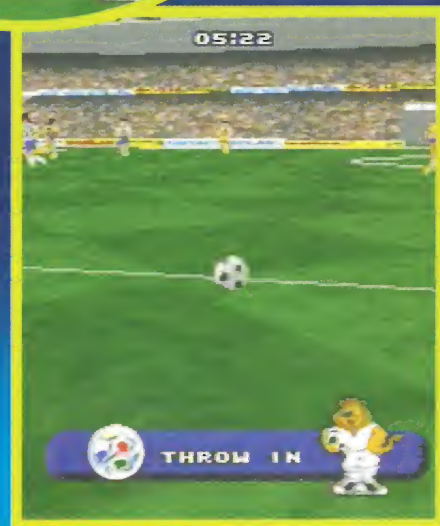
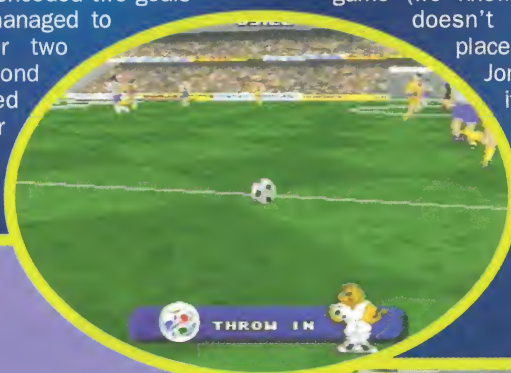
For a feature like this one, it only seems fair that at least one of the participants make it through tho the semis, but we've got the luxury of having two of our contestants through to the semi-finals. Wouldn't it be great if they both got to the final, eh?

Sadly, it was not to be. England had a tough time against the Germans and couldn't hold them back throughout the first half where they conceded two goals without reply. They managed to get one back after two minutes of the second half and pushed everyone forward for the last few minutes to try and get the

equaliser, but their best chance, when Shearer was one-on-one with the keeper went wide of the mark. Jon hung his head and retreated to his own little corner.

Miles didn't fair too well either. He went 1-0 up after only seven minutes of the first half only to concede a penalty minutes later. The score remained 1-1 for the rest of the game and throughout the first period of extra time before the Czechs scored a fluke goal four minutes from time. Both our contenders were out in the semis! Arrggggghh!

Needless to say, the Germans won the Euro '96 tourney, but second place went to Jon and England in the runner's up game (we know that Euro '96 doesn't have a third place, but Miles and Jon wanted to play it!). Still, it was a great afternoon of football and one that will no doubt be replayed time and time again.



It may look like nineties version of *Double Dragon*, but there's a whole lot more to this new Saturn game. Sega have melded a number of different genres to create this epic RPG/beat-'em-up fest!



Guardian

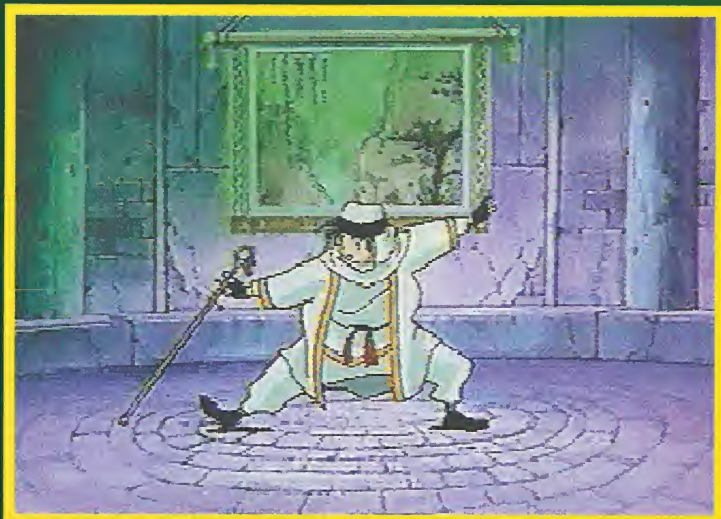
Hummm. Taking a look at *Guardian Heroes* for the first time, I wasn't entirely convinced. The screen shots that I had seen made the game look like an updated version of the old arcade classic *Double Dragon*. I know that those sideways-scrolling beat-'em-ups used to be very popular in the days of the Megadrive and SNES, but console hardware and software has come a long way since then.

I must admit to thinking twice about reviewing this game in the magazine simply because I thought it would be boring, repetitive and numbing, but a few game were enough to change my mind forever.

The Saturn is swimming in RPGs, but most of them are going to stay firmly in Japan. If you add to this the problem of these games being solely in Japanese, then the only real



● A castle. Right. Erm. Don't you just hate designers who put captions on pictures that defy description. Okay - ermm; it's red, it's big, it probably holds some important people and it's in the intro to this game. There - how's that?





Guardian Heroes

answer is to play the UK version of *Mystaria*. Some Saturn owners, however, don't like the stop-start gameplay of a true RPG, and so Sega have come up with a game that you should keep even the fussiest of players.

Guardian Heroes, from the outside, looks like an updated version of *Final Fight*, but a few minutes of play will change your mind forever. There are two main modes to the game - Story and Versus, and we'll take the Versus mode first. This is where you can choose one of the characters and throw them into one of several different fights, similar to more or less any beat-'em-up you've ever played. The game can be set up so that you can have yourself versus loads of computer opponents, or you can set up two

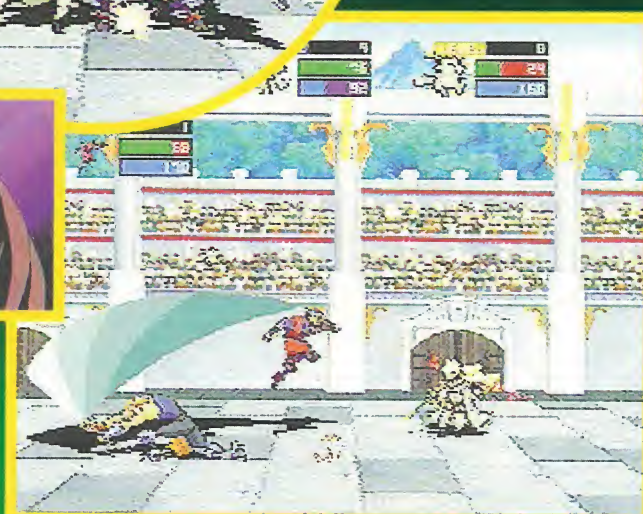
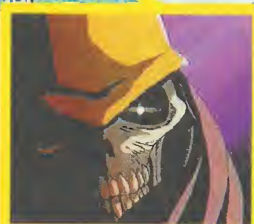
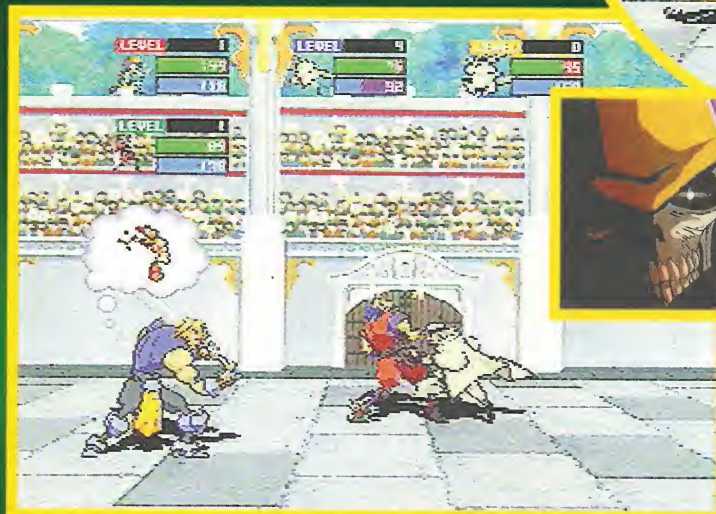
teams of human-controlled players, or any combination of the above. Each of the characters start off one Level 1 (alla D&D) but fighting gives them experience points which moves them up levels. This has the effect of increasing their health and magic points, giving them a much-needed boost during a battle. Each character also has a stock of standard and special moves, and if you consider that there are around 40 different characters in the game, then this is quite a feat of programming.

They can also use spells which increase in strength when a character goes up a level. Some of them are pretty poor while some of the higher level spells can be devastating.

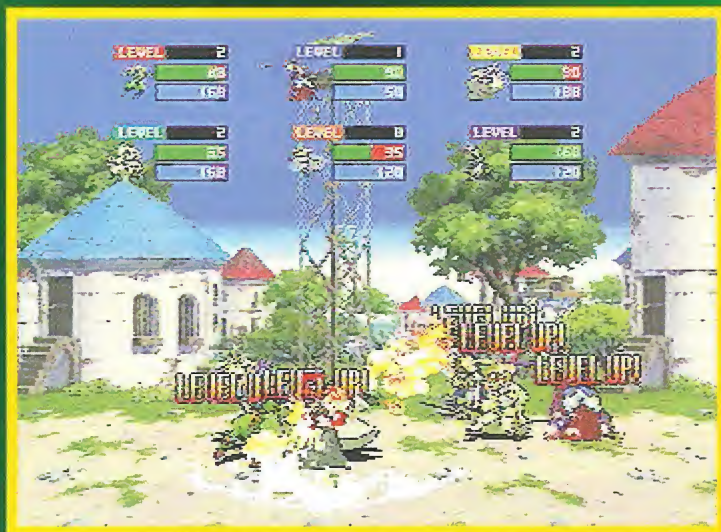
This is a beat-'em-up with added whistles and bells, but thankfully, this isn't

the only option available to you in the game. The Story mode is the nub of this title, and where the levels, spells and different characters come into play.

The storyline is rather a complicated one, so I'll only scratch the surface because otherwise I'll spoil most of the plot of the game and use up the rest of this review just telling you about it. The kingdom in which you live is in turmoil - the royal family is in danger of being replaced by Wizards who want to take over the rule of the land. In this land live a group of adventurers who like nothing more than excitement and



Guardian Heroes



adventure. They have been drawn into the kingdom by a rumour that there is a very powerful magical sword hidden somewhere in the kingdom. This sword, it is said, can destroy all evil and bring back an age of peace to the land.

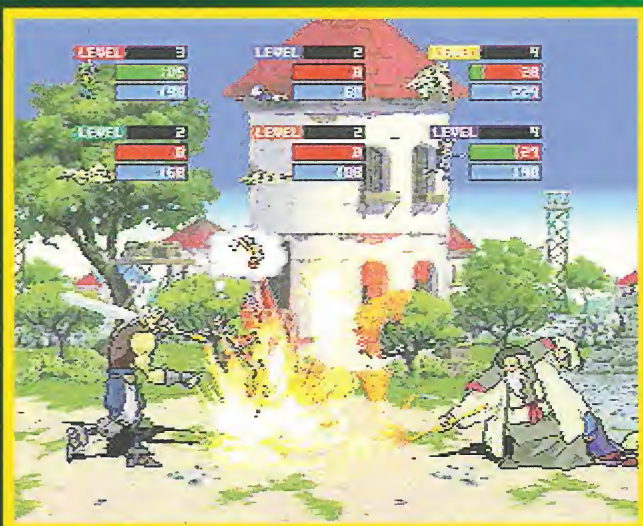
One day, one of the adventures finds a sword stuck in a rock and uses his strength to pull it free. He takes it back to the adventurers house and just before he can give his new toy its first swing, a girl in red amour comes crashing through the wall of the hut. Could this be the legendary sword that they've all heard so much about? The girl warns them that the Royal Knights are on their way to the house, under orders from the King's

...and uses his mighty strength to pull it free...

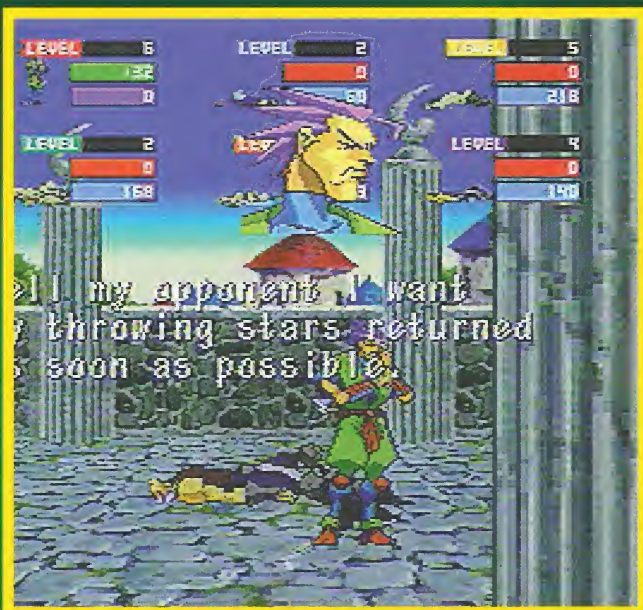
advisor Kanon to find the sword and bring it back to him. What the knights don't know is that Kanon is a wizard and is planning to take control of the Kingdom and destroy the sword.

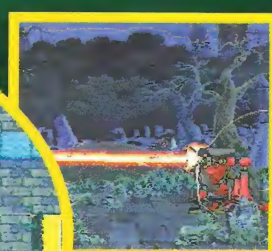
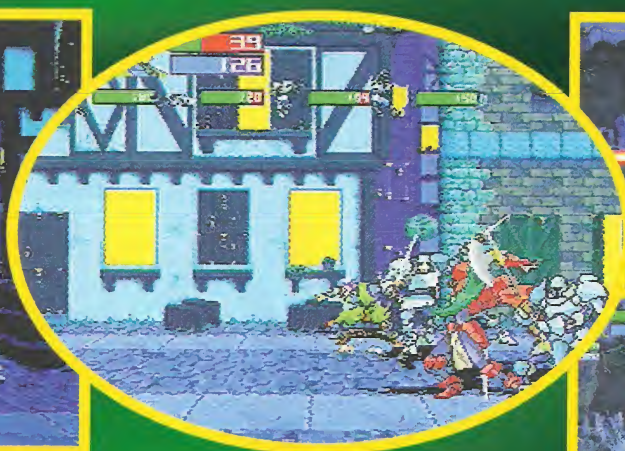
Kanon must have the sword at any cost and the Guardian Heroes want to know why. The answer to this question is of course, what this game is all about, but before you get to the end, the plot twists and turns like a Tarantino film.

The Story mode starts with you picking one of the four main characters to control during the game. In fact, two players can team up and solve the mystery of the sword together, each one picking one of the characters to control. After you've done



● Some of Kanon's magical attacks are staggering, so it's worth getting the hell out of the way, unlike in this screen shot where I'm about to get the full force of it right in the mush. Ah well, there's always the continues, I suppose.





this, you're shown the sequence of events described above and concludes with you taking control of your character as the Royal Knights crash into your house. Beating a hasty retreat leads you outside onto the street where you must engage in the first of many fights.

Instead of letting the characters wander around the depth of the screen as they like, *Guardian Heroes* restricts you to three 'planes'. You can jump from one to the other by using the top two buttons. It sounds very restrictive, but once you get used to it, you can see the advantages of restricting this kind of movement. After a while, in fact, you don't even think of it as restriction.

The battle during the game really turn into mass riots as more and more characters join in the melee. They start off quite small but as you progress through the game and uncover more of the storyline and meet more of the characters, the fights grow in size. It's at this point that you have to make good use of the defend button which protects you from attacks from the front. There's also a few moves that can stop attackers from the rear, but these are quite tricky to do. Overall though, the fighting is the main part of this game with the RPG section taking second place. Each opponent you defeat gives you experience points which make you

jump forward levels. As in the Versus mode, this gives you more hit points and more magic points and after you complete a stage, you are also given bonus points that you can add to your characters attributes, making them even more formidable.

Anyway, after you have got through the first few melees, you then come to the section which reveals what the sword is all about. Han, the character that found it tries to use it in a deserted graveyard where you have been cornered by the Royal Knights. As he tries to use it, a flash of lightning shakes it from his grasp and in disappears, only to reappear in the hands of a golden armoured skeleton. It turns out that this is the spirit of a very brave Royal Knight who vowed to return and rid evil from the land. He starts attacking everyone in sight and after you have defeated your opponents, he starts attacking you. One of the other characters shouts at him to stop, and he does! He then becomes your companion for the rest of the game, following your orders to the letter. You can tell the golden knight to attack at will, protect you, go berserk (stand well back because this is devastating!) or any one of several commands during a battle.

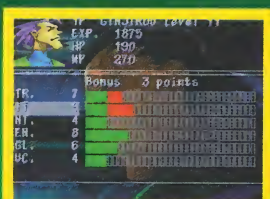
I can't really go on and tell you what happens next because it will

ruin the game for you, but believe me when I tell you that things get very complicated and intriguing from here on. The game's plot is partially controlled by the player as they have to make decisions at certain points in the game such as where to go or what to say in a conversation. The general presentation of the game is very good - it never seems to slow down no matter how many characters are on-screen at any one time and the graphics themselves are excellent but betray the Japanese nature of this game.

In essence, *Guardian Heroes* is *Fatal Fury* with whistles and knobs on, but a few hours of playing it will make you think otherwise. The game is very challenging, hugely absorbing and great fun. It's a huge game that will take you a long time to get through, but the addition of the Versus mode adds even more to the longevity of this title. In short, it's well worth buying!



● Just who is this strange Golden skeleton that has taken the old sword and has risen from the ground? Could he be useful to you, or will he be your one-way ticket to the here-after?



ProScore 94

A great game that melds action, strategy and beat-'em-up genres perfectly. So good, in fact, that I want a Saturn just so I can play this one game!



Summer means lots of things, but to tennis lovers, it's THE time of the year. With Wimbledon just around the corner, tennis lovers everywhere with a Saturn could very well be shelling out for this game...

Possibly. Well, maybe - you see, tennis isn't exactly the easiest sport to convert into a console game. It's been tried so many times before and only a few of the games have been worth even loading. The SNES classic *Super Tennis* is among the best yet, even if the graphics looked like something that a demented monkey knocked up during one of his stupors, but it didn't stop it selling in its thousands.

The next generation of consoles haven't got a lot of tennis games. In fact, they're pretty thin on the ground. The Saturn has been without a decent tennis game since it was released, and hopefully Acclaim are going to put this situation right with *Virtual Open Tennis*.

As with all Saturn games of late, the game starts with the obligatory rendered intro. It does seem that sometimes developers spend more time on these intros than they do on the game. Actually, I know this isn't true, but it doesn't seem that way sometimes. Once you've got past this little waste of processor time, you're presented with the main screen which gives you the main game options. A visit to the training section is a must when you first buy this game as there are quite a few shots and serves that you have to get to grips with. The training section allows you to practice your serves, returns or smashes. The returns and smashes option uses a little robot ball-thrower to feed you the shots, while the serve option just

Virtual Tennis



● The main menu screen doesn't betray how hard this game really is. You'll have to play it to see just how difficult it is, no matter how much you play it. I guess what I'm trying to say is that this game is bloomin' tough!

lets you practice your serves. This are arguably the most important point of tennis and they need to be honed to perfection. Actually, it's not that difficult, but Acclaim have been kind and given you three automatic serves on the X, Y and Z buttons as well as three manual serves on the A, B and C buttons.

There is also a little sub-game called the 'Can Game'. This is a test of your accuracy and requires you to hit tin cans on the other side of the court with various shots. Points are awarded for hitting them and you can set the game up to give you bonus points for successive hits. It's all good fun, but it's a lot more difficult than it looks.

Once you've spent some time in the training section, you can move onto your first match. The remain modes in the game (apart from the options screen, of course) allow you to either play one of the Tournaments or an exhibition game. This is where one of the fatal flaws is first revealed. When you come to

select your player for the match, you may notice that all of them are men. Now don't get me wrong - I haven't got this perverse affliction to being a woman, but in these days of political correctness, this must be one of the major blunders of the gaming world. Any Saturn owning woman who buys this game will instantly feel alienated, and this is something that the video games world should stay away from.

Well, once you have chosen your character (they all have different strengths and



Open



weaknesses, but the way), then you can get into the game. The camera views are swichable, but they all seem to make life more and more difficult. At first glance, the graphics in this game look pretty good. The animation is smooth and it's fast-paced for a tennis game, but it isn't until you start playing it that you feel let down.

The computer players are just too good! I have yet to win a game, let alone a set and I have been playing this game for the past four hours non-stop. Virtual Open Tennis is a challenging game, but this is a little too difficult. I'm going to give it the benefit of the doubt and say that

with a little practice, your skills would improve to the point where you could give the computer a good thrashing, but this is one of those tennis games which is much better when played by two human players. It's pretty good, but for a first-time tennis game player, it's a little daunting. Well, it could be worse I suppose - it could be too easy.



● Choose your playing mode and then get ready to be thrashed like you've never been thrashed before! This game is tough!



● Choose from two tourneys and then get ready to be thrashed again!



ProScore 78

Not too bad, but the game is too difficult and doesn't offer enough in the way of ongoing tours to keep you interested. A shame considering the time of year.



Euro 96

Enger-land, Enger-land, Enger-land! Aah, the poetry of football songs, eh. An allegedly educated nation is reduced to monosyllabic chants for ninety minutes every Saturday afternoon — and on weekdays thanks to the glorious European Championships!



Talk about coming down to Earth with a bump! At the time of writing it's 2:51 on Wednesday, 19 June. The significance of this date in football folklore may not be too clear but allow me to take you back some sixteen hours to the moment Austrian referee G Grabher blew the whistle on the greatest performance of an English national side you are likely to see for a good many years. Despite the best attempts of the tabloids to undermine everything Terry and his boys tried to do the 4-1 stuffing of Holland has roused the country. By the time you read this they may well have bowed out in but for the moment there's an optimism around like none ever

Such is the power of the beautiful game...

experienced before (we're all too young to remember '66). It's amazing how the actions of eleven blokes 200 miles away has meant everyone down here in sunny Devon is walking around with grins which make them look like they all have bananas lodged in their mouths. Yes indeedy do! We walked into the office and instead of the usual barrage of abuse there were cheery good mornings all round. Such is the power of the beautiful game. It was against this background of unprecedented congeniality that Gremlin's official Euro 96 arrived. Now that's timing. We jammed in the CD excitedly, hoping to recreate the previous night's drama but that's when things started to go a little flat. Flatter in fact the Denmark-Croatia matchball which the



● Listen mate! Take it on your chest and then control the ball. The Scots don't seem to know the first thing about football, which is probably why we beat them in the first place. Top work, fellas and good luck on Tuesday!



reserve ref had to blow up on the touchline with a bicycle pump!

For the benefit of Cleobury Mortimer's Reg Brylcreme (the only person in the country who doesn't already know), *Euro 96* is Actua Soccer albeit with tweaks to the presentation and gameplay. Everything starts off nicely enough with an all new front end featuring Euro 96 logos and a new soundtrack. The options screen now boasts an authentic recreation of the Euro 96 tournament rather than the imaginary knock-out cup of the PlayStation version. This can be played with a default draw featuring the actual Euro 96 groupings or a random draw to add variety.

When all the controls and audio/visuals are customised to a the player's satisfaction the game can begin and here things start to go down hill. In static screenshots there's not much to choose between this and Actua apart from the stadia. Wembley, Villa Park, Anfield — they're all here along with the other Euro 96 venues. Sadly the speed is not up to even Actua's sluggish standards. To be fair speed was never an important aspect of *Actua*. The idea was to master the subtle moves and touches rather than having a supersonic arcade kickabout. Here though it's just too slow by half. The physics of ball movement are also well unsatisfactory. It feels more like a medicine ball than one of those new featherweight FIFA-approved footballs half the time. No longer do the back heels and little sideways passes work so effectively cos the ball doesn't travel far enough.

It's not all bad though. The Saturn doesn't have a decent footy game to its credit as yet and with a bit of perseverance there's some fun to be had from Euro 96. Overall though it gives the impression of

having been rushed out in time for the tournament. Many of Actua's well documented bugs are still very much in evidence and there a few new ones to boot. For instance Wembley looks about half as big as it should do.

Saturn owners starved of any kind of football frolics might still want to take a look but this could and should have been so much better.



Proscore 75

A lot was expected of Euro 96 and had the criticisms of *Actua* been headed it would have been a lot better than it actually is.

Saturn

Review

● Virgin ● £44.99



Street Fighter Alpha

Yes — it's another *Street Fighter* game! However, with new characters and new moves, Alpha might be the one to take the series one step further. You've played it down the arcade. Now play it on the Saturn!



Street Fighter has now more or less gone full circle. It started with plain old *Street Fighter* before moving on to *Street Fighter 2* and, well, you don't need me to tell you. Now *Street Fighter Alpha* takes us back to just after *Street Fighter* but before *Street Fighter 2*. Confused? You soon will be.

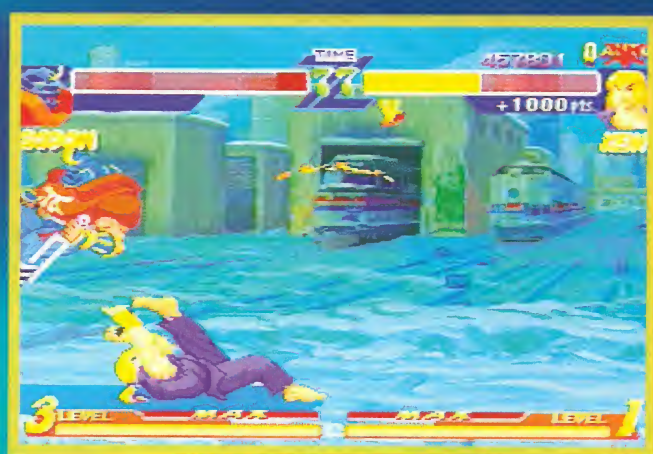
Chun Li, Ryu, Sagat and Ken return (if you'll excuse the slightly confusing wrong use of tense) along with a whole new gang. There's Charlie who, judging by some of his moves, is a mate of everyone's favourite brawling Marine Guile. Guy out of *Final Fight* puts in an appearance. He's obviously left his mates Haggar and Cody to it, fighting off the scum of the underworld as he goes in search of personal glory. Other new characters include Sodom who looks like something out of *Battle of the Planets*, punk rocker Birdie and a new chick in

the form of Rose. Much as these add a new challenge some of the old favourites are sorely missed. Especially Honda, Dhalsim and Blanka. Fair enough its supposed to be a new game but sticking

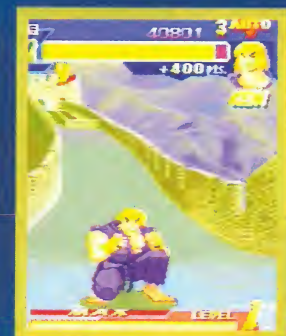
the old guard in, even if they weren't tweaked at all, would have satisfied the purists.

In terms of gameplay not much has changed.





Ken and Ryu still have the familiar armoury of fireball, Dragon Punch and Hurricane Kick although there are one or two enhancements such as the aerial fireball. The new characters have new special moves but those familiar with previous *SF* games will quickly feel at home, and that's the important thing. *Street Fighter Alpha* retains the classic 'feel' of earlier games that made them such a hit. However this seems almost in spite of rather than because of the programming. Just looking at the screenshots is enough to realise all the graphics have been redrawn. They now have a much more Manga-esque Japanese look to them which I personally didn't like much. The backgrounds are less elaborate with minimal animation and only one layer of parallax. These may only be cosmetic points but with the power offered by current hardware we expect cosmetic frills. In many ways *SF Alpha* seems like a homage to the beat-'em-ups of old which is only going to appeal to connoisseurs of the genre. A bit of a shame really as I can see many people being put off and missing out on what's still an all-time great. As a conversion of



the arcade machine you couldn't ask for more. It's perfect down to the last pixel. Just don't expect any flashy rendered endings or anything.



● Obviously, Ken doesn't know that a hard man is a good find (ahem!). Errm! I didn't say that - honest! It was Dino and he likes that sort of thing. Oh dear - I think I should stop now.

ProScore 91

You couldn't ask for any more in a conversion but that doesn't disguise the fact it's graphically very basic and lacks gloss.

Protest!



Your Letters!

Your

Protest

Email: cfacts@mazza.demon.co.uk

PROTEST
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Dear Sega Pro,

First of all may I say a big thank-you for such a lush mag. Please tell me why all Saturn owners are so unbelievably cool and why all PlayStation owners smell like a well used bog-brush.

Do I win £10?

Ipswich Town fan, Exeter

No!

Time to kick...

Dear Sega Pro

The Saturn is great but why don't any very exciting PlayStation efforts really rock. You imply Saturn kicks real ass, probably because you're a Sega magazine but there are not as many good games for it. I have six games including *Sega Rally*, *Daytona*, *Panzer Dragoon* and *Street Fighter Alpha* but where is *Alien Trilogy*. I have seen it and it looks brilliant but I can't play it on my Saturn. *Sega Rally* is 3D and looks really good so I'm sure it could do *Alien Trilogy*.

Stefan Behn, Holland.



Well, Stefan, we'll put your terrible grammar down to the fact



that you don't live in England, so consider yourself forgiven. Actually, this letter rates pretty highly on the readability scale. As for *Alien Trilogy*, we've heard there is to be a Saturn version though no release dates are available as yet. The subject of games coming out on one system and not on another is a popular one but it's always going to go on until we have universal standard hardware and that ain't gonna happen. It's a situation that's always been with us but look at it this way; You mention *Sega Rally* and how many PlayStation owners would give their left legs for that particular beauty? Quite a lot, I'm sure you'll agree. The point is the grass isn't any greener. You just have to look at things from both sides of the fence.

Thanks to the heatwave it seems you lot have become a bit lethargic. Get off your bum and get writing. The content of what we receive though is getting better all the time with a wide range of subjects covered so if you have a problem, observation or idea, write in and let us bring your words to the masses.

Not too happy...

Dear Sega Pro

Hi, how are you all? I'm a p****d off Mega Drive owner. The reason I'm p****d off is because there's no games coming out for the Mega Drive anymore and I'm thinking of selling it. I took it to a local game shop which trades games and machines in but the guy only offered me thirty quid plus five pounds each for my games. Considering most of the games cost me more than he offered for the Mega Drive itself I decided to hang on to them. The thing is I'm thinking of buying a Saturn but I've noticed they've just gone down to £199. This means they've gone down by £100 in six months. Are they going to go down any more because I'd hate to go and spend £199 then find they were £150 a month later?



I think you're alright buying a Saturn for £199. The prices of both Saturn and PlayStation have now dropped about as far as they can go and for under 200 smackers you can't really go wrong. As for the trade in offer that computer shop made you for your Mega Drive, to be honest that's as good as you're likely to get. The problem is there are so many second hand 16-bit consoles floating around that the sell-on value is just plummeting. Personally I can understand your reluctance to sell after spending so much and I would suggest, unless you're desperate for cash, hanging on to it. You never know when you might want to come back and play some of those old classics.

Pics!



Sensi Soccer!



but the game is just perfect, especially for two players. Why don't sensible release it on Saturn and PlayStation as I'm sure it would do well.

Andy Rollins, Co. Armagh



I couldn't agree more my old mate! Sensible Soccer is without doubt the best arcade football

game I've ever played. In fact it's still a firm office favourite and is the sole reason we still have an Amiga in the place.

Unfortunately previous console versions have never quite 'done it'. When it came out on the Mega Drive they insisted on adding the 'A' button shot — pressing 'A' caused your player to power a shot straight at the opposing goal no matter where he was or which direction he was facing and this took a lot of the satisfaction away. The beauty of Sensi was that you were always in total control and everything was entirely down to personal skill. The point I'm trying to make is that a Saturn or (cough) PlayStation version would, I'm sure, be tarted up to make it look more 'next gen'. Despite it's popularity in Europe there was some doubt worms would be released in the states cos it didn't look flash enough. Despite claims that gameplay is of paramount importance there's still a very strong feeling in the upper echelons of Sega and Sony that big is beautiful. So I reckon it's unlikely Sensi will ever come out as a next gen game and even if it does, don't expect the perfection of the Amiga version.

Dear Sega Pro

I own a Saturn and a PlayStation (don't spit) and love them both. There seem to be more games released for the PlayStation but I wouldn't get rid of my Saturn due to great games like *Panzer Dragoon 2*, *Bug*, *Virtua Fighter 2*, the list goes on. I get a bit tired of the 'them and us' mentality so many people seem to have about the consoles they own. If we all pulled together surely that would make things better for everyone.

Anyway I'll apologise for the moan and get onto my point for writing. Despite owning both the main so-called next generation consoles I'm still looking for a really good football game. I enjoyed *Actua* at first and I hear *Euro 96* on the Saturn is going to be even better but there's one game which beats them all hands down. *Sensible Soccer* on the Amiga. I sold my Amiga about a year ago thinking I wouldn't want to play with it anymore but I recently played *Sensible World of Soccer* on my friend's Amiga and it rules! I know the graphics aren't all 3D

Less is

more

Dear Sega Pro

I know a lot of people complain about you having only 36 pages but it seems to me the people to blame are those producing software for the Saturn and Mega Drive, or not as the case seems to be. I've looked through PlayStation magazines in newsagents and there always seems to be loads of games coming out whereas for Sega's consoles there are far less. Does this mean developers are losing interest in the Saturn. I read that since the PlayStation and Saturn both came down to 200 pounds the PlayStation has sold loads more than the Saturn which is a bit worrying. If Sega are to turn this around they need to get more people publishing games. I don't know the ins and outs but I can't help thinking Sega must be doing something wrong. The conversion

of *Wipeout* just goes to prove anything the PlayStation can do the Saturn can do just as well so if it's not the technology it must be something else.



I know what you mean. There does seem to be an awful lot more in the way of PlayStation software but you have to bear in mind a lot of it is pretty contrived and derivative. There are a few gems but the vast majority is no way worth the 40 odd quid asking price. That's why the PlayStation rental business is doing so well.



Far from developers losing interest, as we understand it there are actually more Saturn releases than PlayStation planned for the summer.

In the future I can see there being far more cross over in games being released across formats. Obviously Sega's own people and Sony's big developers Namco will produce big games exclusively for their machines. That's just

a natural way of trying to boost machine sales. The sales figures for the two machines since the latest price drop would seem to favour Sony but in the long run I think we'll see a levelling off with both machines co-existing quite happily once they've fully established their user-bases.



ProTips

PRO-TIPS: STREET FIGHTER ALPHA SPECIAL

There's been a slight alteration to the norm this month. As you know, Pro-tips is normally a mini-tips section but this month, as there aren't too many new cheats around we haven't already printed, and to herald the arrival of Capcom's latest classic beat-'em-up, we present a complete strategic guide to Street Fighter Alpha.

ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.

Blocking

Players of previous *Street Fighter* games will notice a subtle difference in the blocking technique. Previously pulling back would cause a character to block whenever an opponent was in the middle of performing an attack regardless of the distance. Now characters only go into a block once the attack is within range. This means you can keep backing away from projectiles for example until the last minute reducing your opponents chances of following up with a successful aerial attack. Also it's now possible to block will in the air reducing the risk of taking a full hit by landing on top of a fireball. Specials still take off a small amount of energy even against a blocking opponent. Note aerial blocking is ineffective against super combos or standing attacks.

Another new feature you'll notice is the choice between manual and auto blocking after selecting a character. If manual is selected you'll notice a number eight appear above the character's energy bar. When an opponent attacks you can release the pad and your character will automatically block any incoming attack, standing or crouching as appropriate. Each time an attack is blocked the number will drop by one. When it gets down to zero you must block manually as normal. This mode has another feature which is to simplify the method of performing super combos. When the super bar is powered up the two super combos can be pulled off by pressing both weak punch and kick or strong punch and kick simultaneously.



Roll With it

Characters can now perform roll by rotating the pad a quarter circle from back to down and hitting punch. The roll can be performed after being hit in the air and while rolling a character is invulnerable to projectile attacks. However the leg sweep will still work.



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Super Combo Attacks

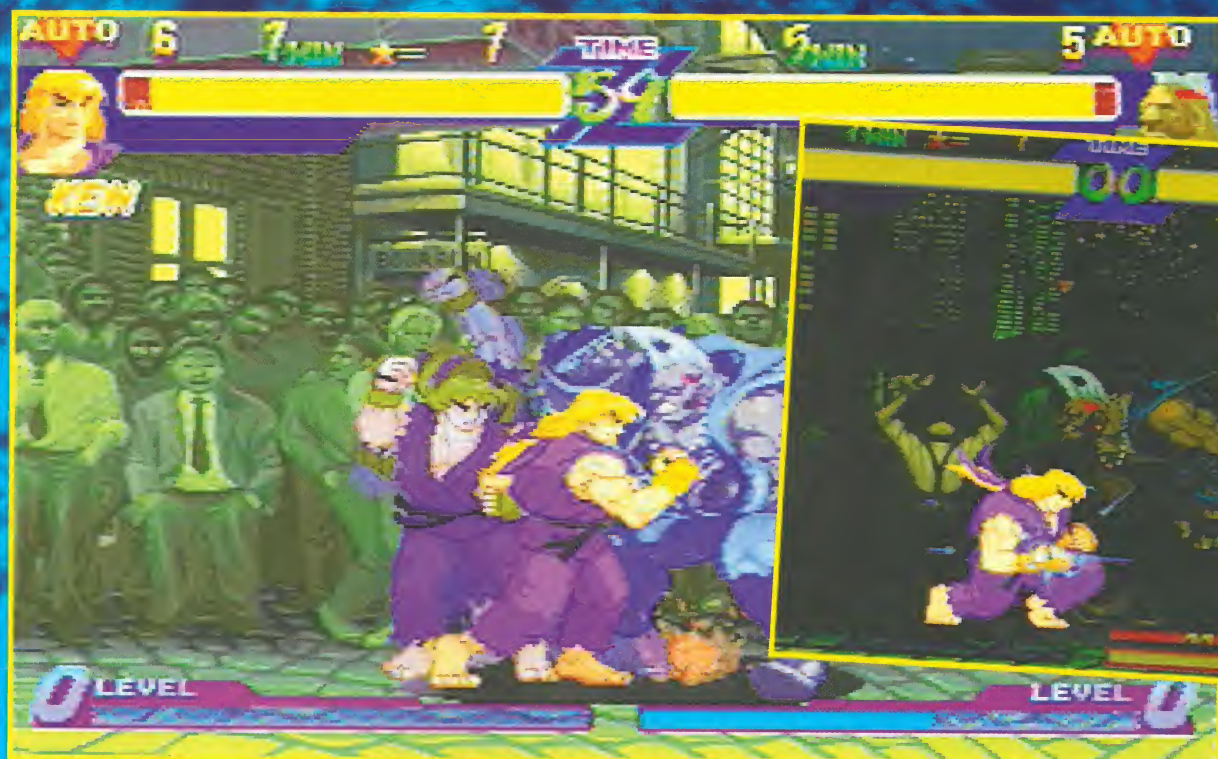
At the bottom of the screen is a super meter which increases every time a special move is performed. When it reaches the top and begins to flash you can perform a super combo at one of three levels. Assuming you're playing in manual mode and not auto as mentioned previously the combos are performed by performing the appropriate joystick movement followed by one kick or punch button for a level one attack, any two kicks or punches for a level two attack or all three kicks or punches for a full level three attack.



Extracting the Urine

A couple of new fan features are included to wind up opponents in two player mode. First is the taunt which, as you might expect, causes your character to taunt his opponent. Do this by pressing the two shoulder buttons together. Remember though that you can still be hit while taunting which is doubly embarrassing so take care.

Finally it's possible to choose your own quote on winning a fight by holding all three punches or kicks and pointing the D-pad in an appropriate direction.



ProHelp!

Creeping..

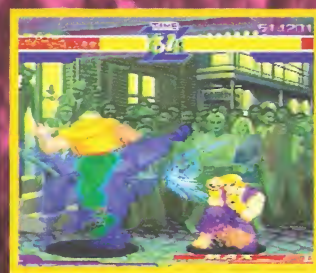
It's your chance once again to pick our brains on anything and everything Sega. Is there a game you just can't complete? This is the place where cheats are handed out over the continue on request. If there's any advice you need on hardware or software our Q&A people are top of the bods. There's nothing we don't know or can't find out in the fantastic world of Sega gaming. So go on, don't be shy. Write to Prohelp, SEGA PRO, Rapide Publishing, 14A Union Street, Newton Abbot, Devon TQ12 2JS.

Q: I have just bought a Saturn and want to get hold of the best games. Unfortunately I have never bought computer magazines up until now so I have missed the reviews of all the game already out. As I can't afford back issues with my measly pocket money could you tell me the best fighting game, the best driving game and the best shoot-'em-up as I would consider your opinions the most valuable mark of quality there is!

Sharon Lawrence, Paignton

A: A: Aah, flattery will get you a long way. Remember though, bribes will get you even further! Only joking. Seriously, I think we better have a consensus around the office on this one. Back in a tick...

Right. After much argument and deliberation we've arrived at this little list. First up is beat-'em-up. Virtua Fighter 2 is as good a beat-'em-up as you're likely to find though Street Fighter Alpha, reviewed this issue, is pretty good if you like a more traditional style. If you want a driving game then it's the brilliant Sega Rally — absolutely no contest. As for shoot-'em-ups, they come in several flavours. Panzer Dragoon 2 is top-notch 3D into-the-screen jobby. If you prefer a first person perspective and the chance to blast away with the snazzy Virtua Gun have a look at Virtua Cop. It's up to you what you want.



I want an Ultra 64!

Q: I own a Mega Drive (though I'm going to buy a Saturn in the Autumn) and my mate owns a SNES. He says he's going to wait until the Nintendo 64 comes out because Nintendo are better than Sega and more people use them. I told him there were more Sega owners than Nintendo owners but he says it's the other way around. Tell him I'm right and save me a load of arguments.
Jordy Allen, Cambridge

A: You're right and wrong I'm afraid. If it's Mega Drive vs SNES (that takes me back) sales you're on about then yes, in Europe the Mega Drive sold considerably more units. This was due to the its launch some months earlier than the SNES. Sega grabbed a good proportion of the user base early on with no competition and Nintendo were never able to claw back the

ground. In the States however Sega played second fiddle to Nintendo who made that particular market their own. In terms of total sales world-wide I couldn't say for sure who had the upper hand but I would make an educated guess and say Nintendo.

With all delays over N64's release though there's a good chance Sega may have the measure of them in the next gen war but time will tell.

Smarty Pants Ltd

Bread

Q: I don't mean to be boring and just give you a list of numbered questions so I've lettered them instead!

- a) Why is *Daytona* on the Saturn so crap when all the reviews said it was ace?
 - b) Is there a chance of any Namco games like *Tekken 2* coming out on the Saturn? After all, Psygnosis did it and they're part of Sony.
 - c) I've heard there's a converter which allows the Saturn to play NTSC games. I have a shop near me which sells a lot of import stuff so could you tell me where I can get hold of one?
 - d) Is *Euro 96* going to be better than *Actua Soccer*?
- Please answer my questions and I'll be your best friend!
Jason Hart, Surrey

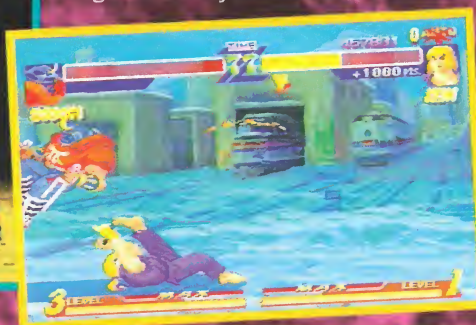
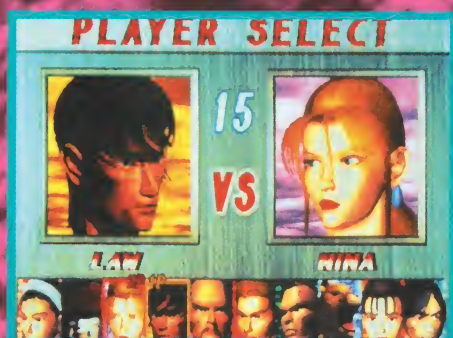
A: Er, thanks for your consideration.

- a) At the time have anything else to compare it to. It's only since *Sega Rally* came out that everyone's realised just what the machine's capable of. Granted *Daytona* does look a bit ropey now.
- b) There are rumours that Namco may be considering such a move but only time will tell and Sony won't be happy whatever.
- c) You heard right. Dattel produce an PAL to NTSC converter which fits snugly into the cartridge port on your Saturn. Give them a call on 01782 744 707.
- d) As it happens *Euro 96* is reviewed this very month but in answer to your question, no — it isn't.

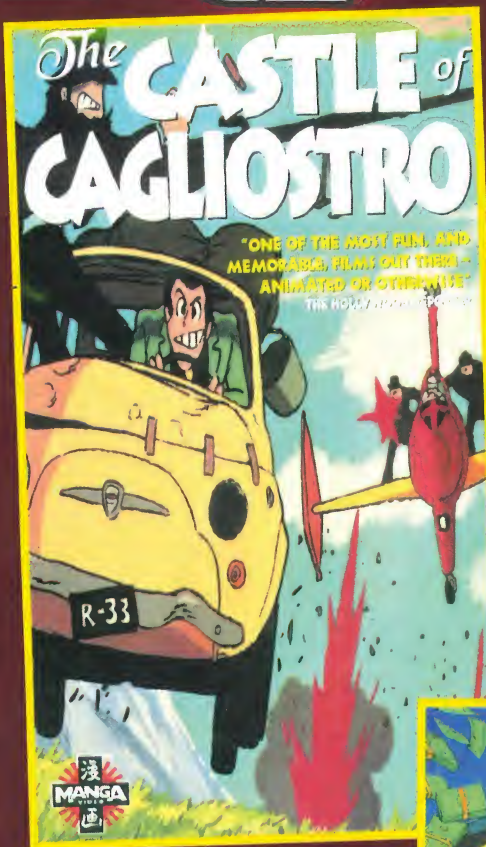
Q: After workin' down t' pit, till me back 'alf broke, I've now finally managed to scrape enough farthings together to purchase a loaf of Hovis. Could you please suggest which type of bread I should get. Brownen, or White one, I just can't decide 'n' me wife won't help 'n' all. Nah, not really! What I've wrote in to enquire about is whether or not you would be able to assist me in deciding which game to purchase. The dilemma I am faced with is in making a choice between either *Street Fighter Alpha* or *Ultimate Mortal Kombat 3*. I would be very grateful if you could provide some assistance.

Hamish Hamilton, Hampstead

A: An interesting beginning to the letter and the only reason why we took any notice of it at all. Unfortunately the question itself is just so boring. We've said time and time again that you should take note of the reviews we do and make the decision for yourself from there. You could even go down to your local shop and check out the games for yourself. But, if you want a personal opinion, *Street Fighter Alpha* is great but that's only because it doesn't contain all of that nasty gore. On the other hand, if you like loads of blood and crunching bones then you might like to try *Mortal Kombat*.



Manga Video Compo!



Well, we've excelled ourselves yet again. Those nice guys at Manga UK and Coalition Three Ltd have given us some copies of their new video to give away. Manga-heads stand up and be counted!

The Castle of Cagliostro is not your normal lots-of-demons-killing and-doing-other-nasty-things-to-young-teenage-girls manga vid. In fact, this one has a plot that you can follow! Two expert thieves, happiest when they're stealing anything not nailed down get fooled into stealing a massive pile of counterfeit cash. The two 'heroes' decide to find the forgers and trace them to the tiny country of Cagliostro and the rather nasty Count of Cagliostro himself. Of course, things don't stop here - throw in a beautiful princess who has been kidnapped, Interpol and the odd international conspiracy and you have a rollercoaster ride of action, humour and great animation.

We have five copies of this great film (cert. PG) for you to win. All you have to do is complete the questions below and fill in the tie-breaker

and then send in your entry on the back of a postcard or sealed-down envelope to:



**It's a Steal Compo
Sega Pro
Rapide Publishing
14A Union Street
Newton Abbot
Devon
TQ12 2JS**



Closing date for entries is 30th August. All winners will be notified by post and no correspondence will be entered into (blah, blah, blah). Dino's

decision is final and you won't be able to bribe him with anything, except maybe a few crates of Fosters.

1 What chess piece is also sometimes called a 'castle'.

- a Rook
- b Pawn
- c Miles

2 Who is the bad guy in The Castle of Cagliostro?

- a Miles
- b The Count of Cagliostro
- c Interpol

3 Which one of these is NOT a Manga video?

- a Akira
- b Dominion Tank Police
- c Miles and his incredible malting hair

TIE BREAKER

I think Miles should be forced to cut his hair off because...

(Complete in no more than 20 words)

Next Month

Phwooar!



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Anna at Disney for the long chats. Simon and Glen for helping me through the tough bits, Pele the cat for just being cute and anyone else I've forgotten. No thanks at all go to those publishers who we constantly phoned and di n't reply to our faxes either. Oh, by the way - a special message to Shelley; goodbye.

With the E3 safely under our belts, it's time to look forward to the plethora of summer releases, both on your favourite console and at the cinema. Next month will see a massive summer special pull-out, complete with all the details on the new releases and what you should be planning to watch on the big screen during the hat-wave.

We'll also be looking into the new fad of advertising games with as many stunning blondes as you can get. Expect a full interview with Joanne Guest, star of the recent *Psygnosis* adverts. Dino's getting excited already!

The next issue of **Sega Pro** will be on sale at your local newsagents on the 12th of August. **Don't miss it!**

Sega Pro



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